

1.1 Game Features

OUTLAW WILDS	<p>3-row high Wild on reel 2, 3, and 4. Wilds will always nudge to fully visible. For every step the Outlaw Wild nudges, the win multiplier increases by 1.</p> <p>A Wild symbol substitutes for any other symbol except Scatter and Badge.</p>
JUSTICE SPINS	<p>Landing a Sheriff and Marshall Badge on reel 1 and reel 5 awards three Justice Spins.</p> <p>Outlaw Wilds will stick throughout the Justice Spins.</p>
GUNSLINGER SPINS	<p>Landing three (3) Scatters awards ten (10) Gunslinger Spins.</p> <p>The Outlaw Wilds will award an unlimited win multiplier that sticks for the entire feature. For every step the Outlaw Wild nudges, the win multiplier increases by 1.</p> <p>Scatters awards additional spins. 1 Scatter awards 1 extra spin, 2 Scatters awards 3 extra spins.</p>
BOUNTY SPINS	<p>Triggered by landing Sheriff Badge, three Scatters and a Marshall Badge.</p> <p>Awards 12 Bounty Spins, with a combination of the features from Gunslinger Spins and Justice Spins.</p> <p>Outlaw Wilds will stick to the reels once landed and award a win multiplier for each nudge. For every step the Outlaw Wild nudges, the win multiplier increases by 1.</p> <p>Scatters awards additional spins. 1 Scatter awards 1 extra spin, 2 Scatters awards 3 extra spins.</p>

1.2 Game Rules

- Tombstone is a video slot with four features; Outlaw Wilds, Justice Spins, Gunslinger Spins and Bounty Spins.
 - A 5-reel video slot with 12 symbols.
 - The theoretical return to the player for this game is 96.18%.
 - 108 win ways (see pay table for more info).
 - A Wild symbol substitutes for any other symbol except Scatter and Badge.
 - A Wild symbol substitutes for the highest possible winning combination according to the pay table.
 - A winning combination of the same symbol pays from leftmost to right on adjacent reels.
 - Coinciding wins on multiple combinations are paid out.
 - Winning combinations and pays are made according to the pay table.
 - Different reel configurations are used, depending on the game mode (main game or any of the bonus modes).
 - Outlaw Wilds are 3-row high Wild on reel 2, 3, and 4.
 - Outlaw Wilds will always nudge to fully visible.
 - Outlaw Wilds: For every step the Outlaw Wild nudges, the win multiplier increases by 1.
 - Outlaw Wilds: Landing an extra Outlaw Wild increases the multiplier by 1.
 - Justice Spins: Landing a Sheriff and Marshall Badge on reel 1 and reel 5 awards three Justice Spins.
 - Justice Spins: Outlaw Wilds will stick throughout the Justice Spins.
 - Gunslinger Spins: Landing three (3) Scatters awards ten (10) Gunslinger Spins.
 - Gunslinger Spins: Outlaw Wilds will award an unlimited win multiplier that sticks for the entire feature.
 - Gunslinger Spins: For every step the Outlaw Wild nudges, the win multiplier increases by 1.
 - Gunslinger Spins: Landing an extra Outlaw Wild increases the multiplier by 1.
 - Gunslinger Spins: Scatters awards additional spins. 1 Scatter awards 1 extra spin, 2 Scatters awards 3 extra spins.
 - Bounty Spins: Triggered by landing Sheriff Badge, three Scatters and a Marshall Badge.
 - Bounty Spins: Awards 12 Bounty Spins, with a combination of the features from Gunslinger Spins and Justice Spins.
 - Bounty Spins: Outlaw Wilds will stick to the reels once landed and award a win multiplier for each nudge.
 - Bounty Spins: For every step the Outlaw Wild nudges, the win multiplier increases by 1.
 - Bounty Spins: Landing an extra Outlaw wild increases the multiplier by 1.
 - Bounty Spins: Scatters awards additional spins. 1 Scatter awards 1 extra spin, 2 Scatters awards 3 extra spins.
 - Features and spin results affect each other within a game round.
-
- All symbol payout values in pay table are displayed in the same currency as bet placed.
 - A malfunction voids all pays.
 - Malfunction in gaming hardware/software; all affected bets are refunded.
 - Game rounds not finished within 90 days will automatically be closed. Any accumulated wins during that game round will be paid out. These rounds cannot be replayed.

- Autoplay automatically plays the game for selected number of rounds or when any of the advanced autoplay setting criterias are fulfilled.
- When changing autoplay settings during a game round, all settings will take effect upon completion of the game round or feature.
- Some autoplay features may be mandatory for some jurisdictions.